

Fig. 1

1a 2a	1b 2b	1c 2c
1d 2d	1e test pixel 2e	1f 2f
1g 2g	1h 2h	1i 2i

Fig. 2

n	E	times added	times subtracted	times right-shifted
	1	1	0	1
	2	2	0	2
	3	1	0	2
	4	4	0	3
	5	3	0	3
	6	2	0	3
	7	1	0	3
	8	1	1	3
(22) LUT				

Fig. 3

```

if(De-ringing filter) //De-ringing filter decision made by decision stage
{
nE=0;
newVal=0;

for(ix=-1;ix<=1;ix++)
for(iy=-1;iy<=1;iy++)
{
    if(Map(i + ix, j + iy) == 0)
    {
        if((ix!=0) || (iy!=0))
        {
            newVal = newVal + I(i + ix, j + iy);
            nE++;
        }
    }
}

if(nE==1)
{
    I(i, j) = ((newVal + I(i, j) + 1) >> 1);
}
else if(nE<4)
{
    for(ii=nE;ii<4;ii++)
    {
        newVal = newVal + I(i, j);
    }
    I(i, j) = ((newVal + 2) >> 2);
}
else if(nE<8)
{
    for(ii=nE;ii<8;ii++)
    {
        newVal = newVal + I(i, j);
    }
    I(i, j) = ((newVal + 4) >> 3);
}
else if(nE==8)
{
    I(i, j) = ((newVal - I(i + 1, j + 1) + I(i, j) + 4) >> 3);
}
}

```

Fig. 4 Pseudo-code for de-ringing filter

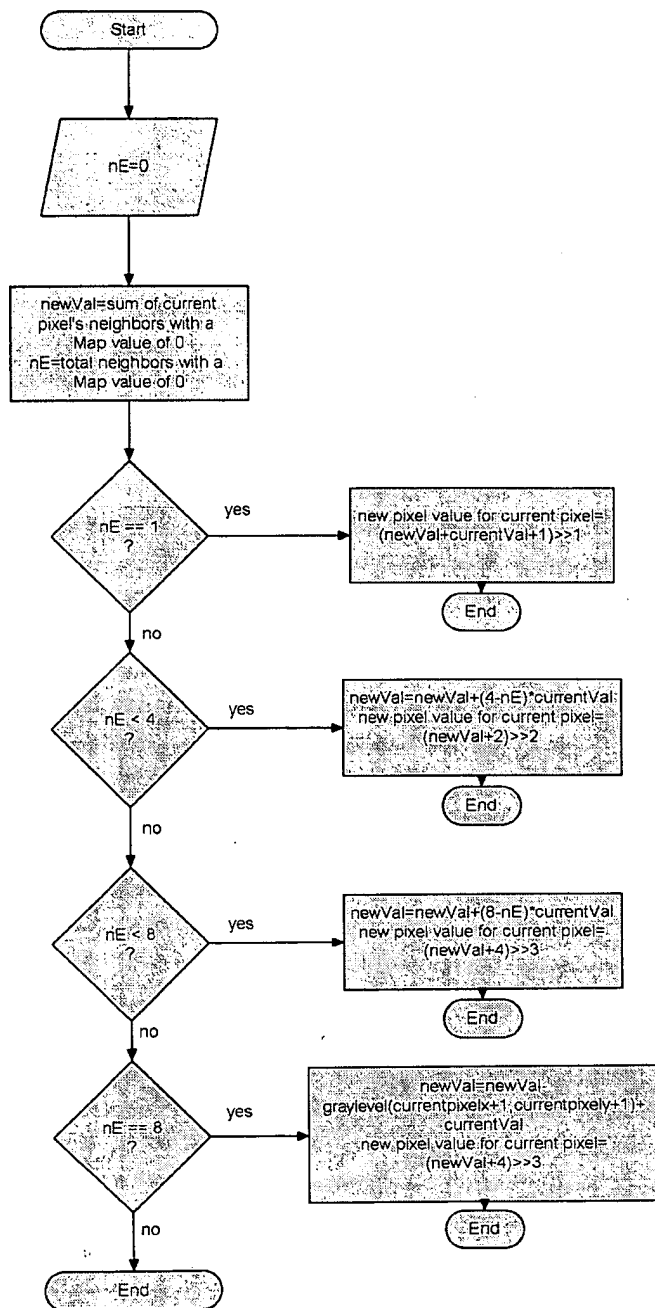


Fig. 5

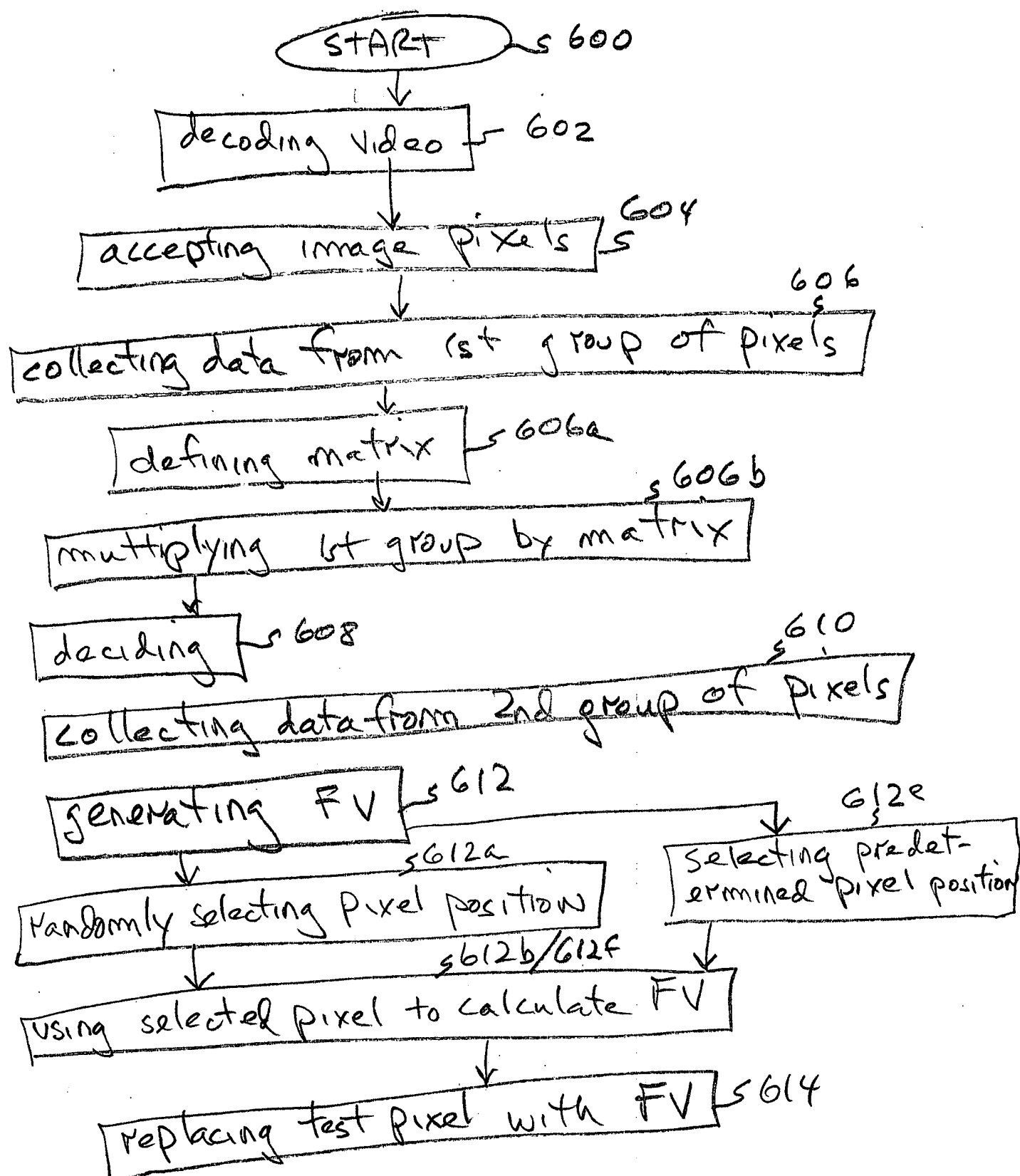


Fig. 6

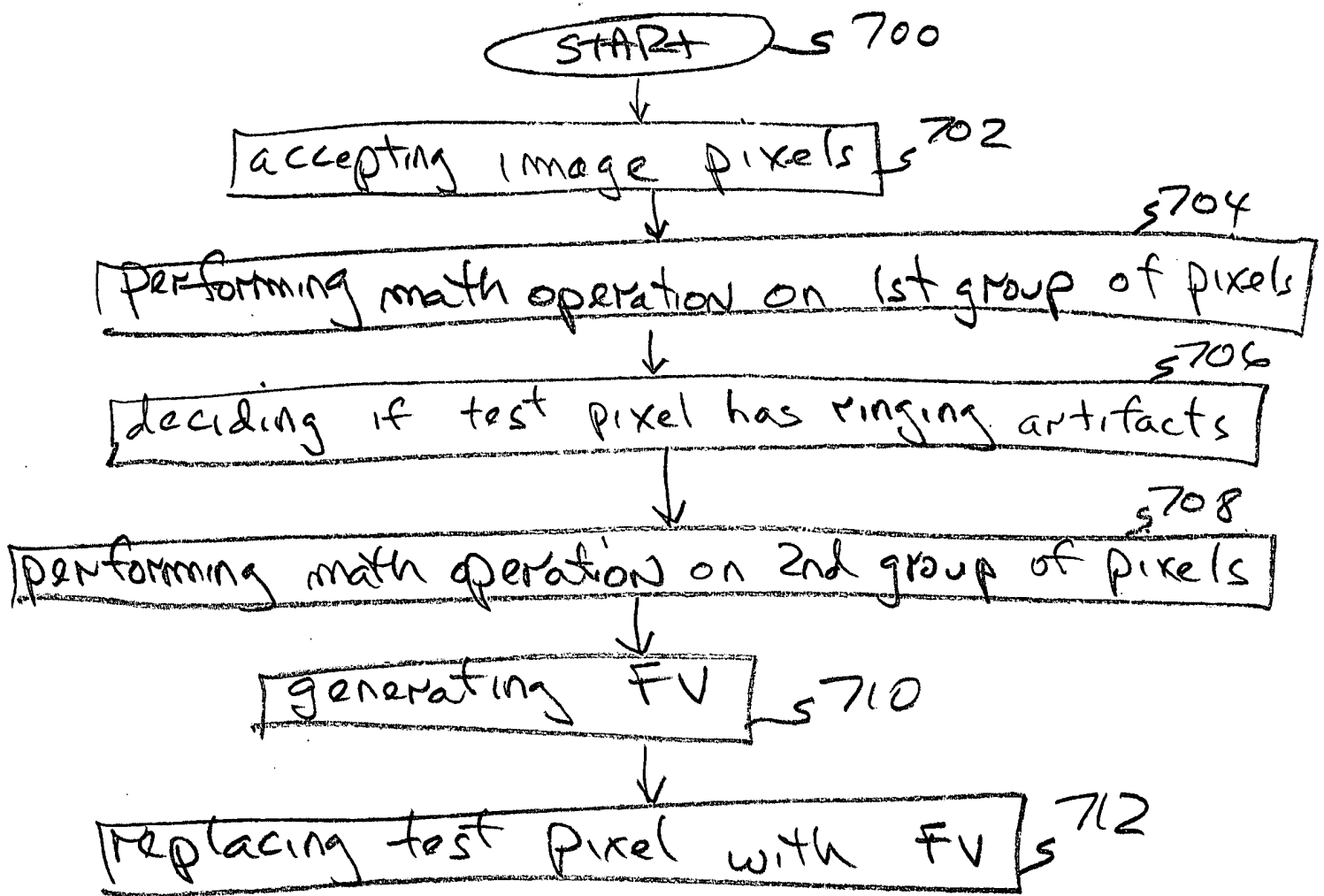


Fig. 7